

week 56:	"the white rabbit"
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I'm late; I'm late, for a very important date! ¹

Games:

1. **Steam Release:** Race the Clock

White Rabbit was always in a hurry!

Set a course to be run. Set the Cubs off in age groups and see who is the fastest.

2. **Circle:** Clock Winding?

A large clock face is drawn on the floor, about twelve feet across. It does not have hands, but must have numbers. The entire Pack sits around the clock about three feet outside the circle. At each number one Cub is placed. The Leader then calls a time, e.g. ten to three. The Cub at ten and the Cub at three should then stand up. If the Leader calls a full hour the Cubs all chant, "Dong, Dong" as many times as are required by the time; also the half hour receives one "Dong." At the same time, and continuously, all the Cubs say very quietly, "tick-tock, tick-tock." If the Leader calls, "wind-up", all the Cubs, in and out of the clock, get up and run anti-clockwise around the circle, twelve times and then twelve new Cubs go into the clock and the game continues.

3. **Quiet:** Tasty Treats Quiz

Alice tasted amazing things – do you know what these are?

Give each Six a list of clues. Who can solve it first?

Clue	Answer
1. Wobbly infants	Jelly babies
2. Neighbouring planet	Mars bar
3. Little imps or scamps	Rascals
4. Wise Guys	Smarties
5. Snowy fluffy bits	Marshmallows
6. Exploding mealie pips	Pop corn
7. Diamonds and eyes do this	Sparkles
8. Speak softly	Whispers
9. Highest walkway on a ship	Top Deck
10. Coated tree trunk	Chocolate log
11. Almonds, hazels and cashews (Bonus points)	Nutties
12. Crisp lettuce or honey comb (Bonus points)	Crunchie

4. **Wide:** Alice went to.....?

Where did Alice go?

Games module: page 77 (adaptation of "Hidden Towns" – make the items spell out "Wonderland.")

5. **Relay:** I can't be late!

Have a number of cardboard clocks with movable hands, one for each Six. These are placed opposite the Six which should be in relay formation, at the end of the playing area. The Leader calls out a time and the Sixer runs up and sets his/her clock to the given time called. Then Cub number two comes up and is given another time for setting, and so on through the Six. One point for each correct time and one point off for each wrong time. The winning Six is the one with the highest score.

6. **Team:** Alice and the Caterpillar

Alice met many talking animals but they confused her with silly songs and races.

Games module: 75 (adaptation of Toothbrush and Germ)

Sense Training:

1. **Sight:** Sitting on the Shelf!

As Alice fell down the rabbit hole, she saw lots of things on the shelves.

Move a variety of items Alice might have seen from one container to another. Cubs try to remember and list (or draw) what they saw.

When Alice was small everything seemed enormous.

Pin up enlargements of parts of everyday items and let the Cubs try to identify them.

2. **Taste:** Tea Time!

What did Alice eat at the Mad Hatter's Party?

Sit Cubs in a circle. Blindfold them and let them identify what Alice ate at the Mad Hatter's tea party.

Yarn:

Just a minute Mike

I hope you don't keep people waiting.....!

Yarns module: page 12

Craft/Activity:

1. **Handcraft:** White Rabbit

Materials:

Toilet roll
White paint
Cardboard (pink and white)
Scissors
Googly eyes
Small pom-poms



Method:

- Paint the entire outside of your paper roll with white paint. Set it aside to dry.
- Bend a white pipe cleaner into ears for your bunny. This can easily be done by making a loop with each end of the pipe cleaner and twisting the ends together at the centre.
- Trace the ears onto a piece of pink paper. Cut this out and glue them in behind the pipe cleaner to make a pink centre for your bunny ears.
- Fold a piece of white paper in half. Cut out the shape of an arm, with a paw. Unfold and you have a pair of arms for your bunny.
- Fold another piece of white paper and cut out a rabbit foot. Be sure to leave a small edge uncut so when you unfold the paper you will have two attached feet.
- Now that your paper roll is dry, glue the feet to the bottom of the roll. Be sure to hide the back of the feet.
- Glue the arms you cut out around the centre of the paper roll. You want to glue them on the back side, so they wrap to the front (where your feet are). Also glue a pom-pom (or cotton ball) below the arms for its tail.
- Glue your rabbit ears onto the top of the paper roll, on the back side.
- On the front, glue on googly eyes. Below that glue on two white pom-poms and a red one for your bunnies snout.
- With a black marker add some eyebrows and whiskers.
- Cut out an oval shape from pink construction paper; glue this below your bunnies face for its belly.

2. **Activity:** What time is it?

Games module: page 52 (use analogue time for the Silver Wolves and digital time for the Gold Wolves. Make sure you do enough instruction first).

Singing/Play Acting:

1. **Singing:** Are you sleeping?

Singing module: page 7

2. **Playacting:** Two for Tea

Record the following sounds in order:

- Knock on door
- Door opening
- Greeting
- Walking
- Turning on tap
- Filling kettle
- Setting a tray
- Kettle boiling/whistling
- Clink of cups/saucers
- Stirring
- Drinking

You can add to or subtract from the above list.

Play the sounds to the Cubs. Let each Six act out the story.

Advancement covered:

Silver Wolf:

Time: Show how to tell the time and demonstrate the importance of being punctual.

Gold Wolf:

Time: Know how the 24-hour clock works. Using the system give correctly the main events in your day or show an adult that you know what time to carry out important actions during your day.

¹The White Rabbit; Written by: Lewis Carroll

